

CIVILIZATIONS

Each player controls a civilization with its own unique capabilities and special rules. This booklet lists each of these Civilizations, describes their rules, and gives a guide to useful tactics when you play them (or what you can expect when you play against them).

There are twelve Civilizations to choose from:

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ANDORIAN EMPIRE

SPECIAL RULES

The Andorian Empire has three special rules:

- Andorian Pride,
- Field Testing, and
- Fierce Independence.

Their Starting Advancement is Unflagging Animosity.

They also have an Additional type of token, the Andorian token.

The Andorian Empire starts the game with

- 5 Commands and
- Warp Speed 2.

ANDORIAN PRIDE

Andorians take great satisfaction in proving their technological superiority.

In the Recharge Phase, take a Culture if your Weapons are better than all rivals' Weapons or your Shields are better than all rivals' Shields. If both your Weapons and Shields are better than all other rivals' Weapons and Shields, take 2 Culture instead.

FIELD TESTING

The Andorians are continually on alert for any advantage their rivals may have. In battle, they'll seize on any opportunity to capture and study the enemy's Ships.

When the Andorians win a Space Battle against a rival (but not when they win a Space Battle against the Borg), they Capture 1 Ship from that rival. If there are multiple Hostile rivals in the Combat, the Andorian player may choose which rival to Capture the Ship from.

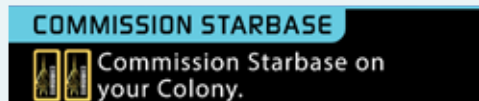
Captured Ships may be used as Research tokens, and must be used before any actual Research tokens. Once Spent, the Captured Ships are returned to their owners.



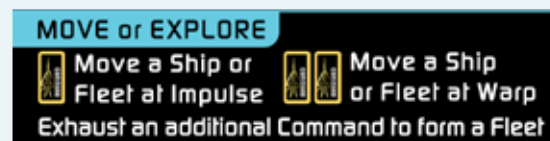
FIERCE INDEPENDENCE

From the outside, Andorians may appear disciplined, but Andorian captains are fiercely independent and protective of their accomplishments. Convincing prideful captains to work together often requires the Chancellor's firm hand.

When issuing the Commission a Starbase Command, the Andorians must Exhaust an additional Command token (for a total of 2 Command tokens Exhausted).

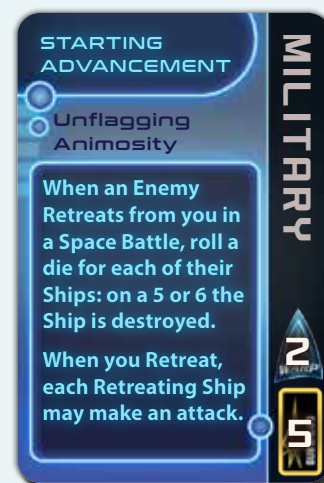


When forming Fleets as part of a Move at Impulse or Move at Warp Command, the Andorians must Exhaust an additional Command token (for a total of 2 Command tokens Exhausted for a Move at Impulse Command or 3 Command tokens Exhausted for a Move at Warp Command).



Andorian Ships may still be grouped into a Fleet in the Building Phase without Exhausting a Command.

UNFLAGGING ANIMOSITY: STARTING ADVANCEMENT



The Andorians favor hit and run tactics over pitched battles, but when they have the advantage, they push it to the utmost.

When an Enemy Retreats from you in a Space Battle, roll a die for each of their Ships: on a roll of 5 or 6 the Ship is Destroyed.

When you Retreat, each Retreating Andorian Ship may make an Attack.

ANDORIAN TOKENS

Andorian Fleets focus on reconnaissance and subterfuge. Their deep space surveillance devices prepare the way for future attacks.



The Andorian player has six Andorian tokens to place. If they have run out of Andorian tokens, they may remove Andorian tokens from the board at any time.

The Reconnaissance Fleet can place an Andorian token on their current or an Adjacent rival-controlled System at the end of their Move.



An Andorian token in a System provides a number of advantages to the Andorians:

- The Strike Fleet adds +1 to Hit Rolls in Space Battles.
- The Andorian Legion Advancement allows the Andorian player to reroll Hit Rolls of 1 during Planetary Invasions.
- On a roll of 4+, the Subspace Intercepts Advancement takes a Research token from a rival that gains a Research from a Research Node.

You must remove the Andorian token from a System when you gain Control of that System or it ceases to be Controlled by any rival.

WAR FLEETS (9 SHIPS)

Andorian War Fleets can have up to 9 Ships.

SPECIALIST FLEETS

The Andorians have three Specialist Fleets: Reconnaissance, Strike, and Command.

RECONNAISSANCE FLEET (3 SHIPS)

Reconnaissance fleets seed rival systems with surveillance devices to steal rivals' research and prepare the way for invasion.

Immediately after the Reconnaissance Fleet takes a Move at Impulse or Move at Warp command, it may place an Andorian token on their current System or an Adjacent System. Andorian tokens can only be placed on a Rival-Controlled System.

STRIKE FLEET (5 SHIPS)

Knowing exactly what rival ships are in a system and where they are is a huge advantage going into a battle.

The Strike Fleet adds +1 to its Hit Rolls in Space Battles in Systems with an Andorian token.

COMMAND FLEET (8 SHIPS)

Deception and guile are hallmarks of Andorian warfare.



At any time, even during Combat, the Andorian player can Exhaust a Command to switch the position of the Command Fleet with any other Andorian Fleet.

ANDORIAN TACTICS

The Andorians prefer to operate from the shadows.

HIT AND RUN

Unflagging Animosity gives you a huge advantage in quick raids. You can attack, do damage, then retreat, doing more damage, without risking heavy casualties. Using your Reconnaissance Fleet to seed Andorian tokens makes the Strike Fleet particularly good at this. Throw in the Sirillium Warheads and Aenar Navigator advancements, and you can devastate an opponent, then Warp away before they can react.

RESEARCH

You gain culture for having the best weapons and shields (which helps with hit-and-run raids), so research is vital. Your Science Institute, and Subspace Intercepts advancements allow you to aggressively take research from rivals, while Mining Consortium boosts your own research efforts.

BREEN CONFEDERACY

SPECIAL RULES

The Breen Confederacy has two special rules:

- Isolationists and
- Territorial

Their Starting Advancement is Hidden Defenses.

Some of their special rules use the new concept of Breen Territory.

The Breen Confederacy starts the game with

- 5 Commands and
- Warp Speed 2.

ISOLATIONISTS

The mysterious Breen seem largely uninterested in establishing relationships with other civilizations.

The Breen cannot give or hold Trade Agreements with a player unless that player Controls a System Adjacent to Breen Territory.

If a rival holding a Breen Trade Agreement no longer Controls a System Adjacent to Breen Territory, the Breen must Revoke the Trade Agreement.

TERRITORIAL

The Breen react violently to incursions into their territory, as the Klingons discovered to their cost.

Breen Ships may reroll all failed To Hit Rolls while they are in Breen Territory. As you cannot reroll a die more than once. This does not stack with any other source of rerolls.

STARTING ADVANCEMENT

EXTREMELY TERRITORIAL

When Hostile Ships enter a System you Control, roll a die for each rival Ship. On a roll of 6 they are Destroyed, regardless of their Shields.

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EXTREMELY TERRITORIAL: STARTING ADVANCEMENT

Few Ships survive entering Breen Territory uninvited. Many just disappear without a trace.

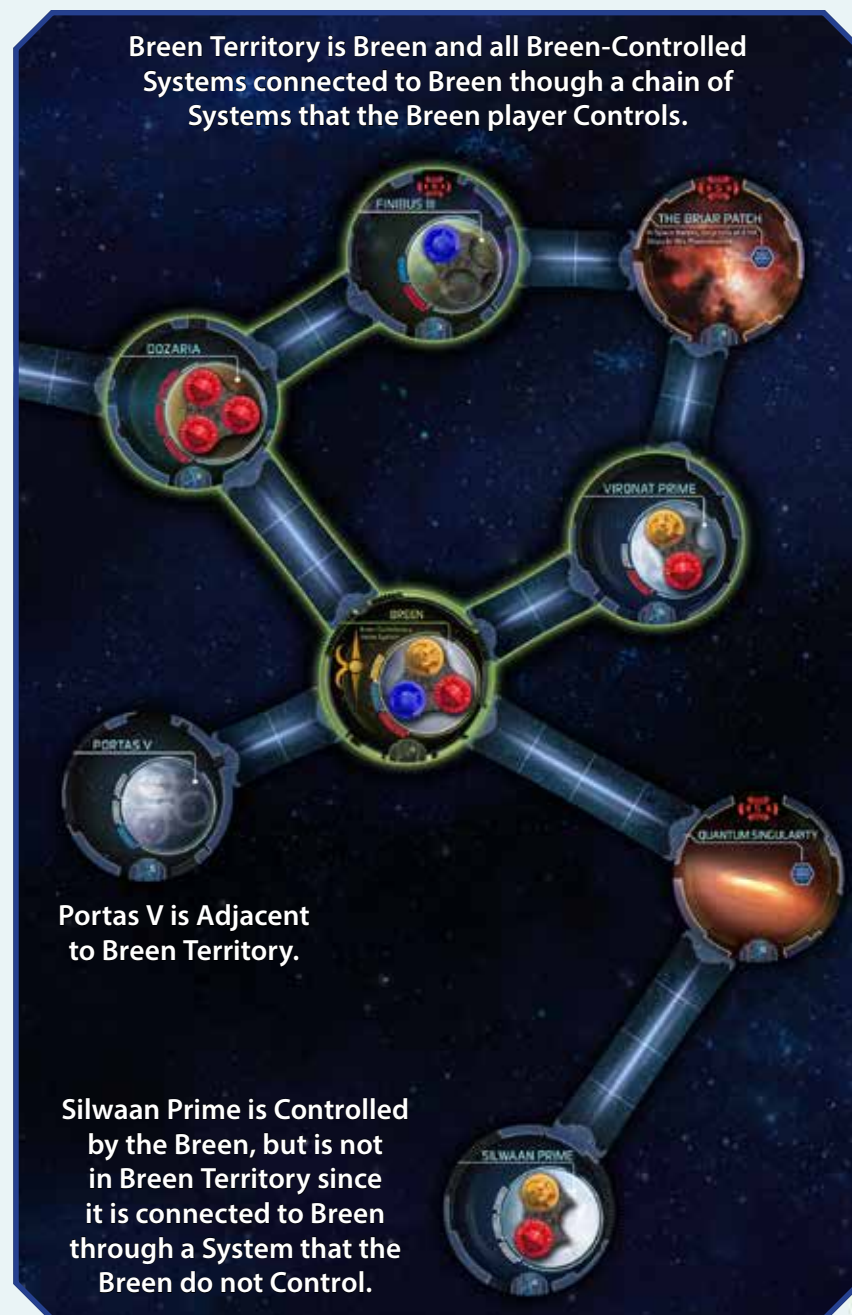
When Hostile Ships enter a System the Breen Control, roll a die for each Ship. On a roll of 6, they are Destroyed regardless of their Shield Modifier.

BREEN TERRITORY

Breen Territory consists of all Systems Connected to the Breen Home System (whether or not the Breen player Controls their own Home System) through a chain of Systems that the Breen player Controls.

A System is Adjacent to Breen Territory if it is Adjacent to a Breen-Controlled System in Breen Territory.

Since the Breen cannot Control a Phenomenon, Systems separated from Breen by a Phenomenon are not in Breen Territory.



WAR FLEETS (10 SHIPS)

Breen War Fleets can have up to 10 Ships.

SPECIALIST FLEETS

The Breen have three Specialist Fleets: System Patrol, Science, and Deep Strike.

SYSTEM PATROL FLEET (5 SHIPS)

The Breen have an intense dislike for intruders and reserve their best ships for system patrols to evict them.

Roll 2 dice for each Ship in a System Patrol Fleet when Rolling To Hit in a Space Battle in Breen Territory. Rolling twice as many dice as most Fleets makes the System Patrol very effective at discouraging intruders.

SCIENCE FLEET (5 SHIPS)

The Breen have excellent technology, perhaps because of the effort they put into researching the galaxy's many phenomena.

When the Science Fleet Braves a Hazard, roll for its Ships one at a time. When any Ship survives the Hazard, all remaining Ships also survive (see Science Fleets on page 42 of the rulebook).

This Fleet may Study a Phenomenon they Occupy without Exhausting a Command token.

DEEP STRIKE FLEET (6 SHIPS)

The Breen are not interested in occupying systems far from Breen Territory. Hit and run raids to destroy the opponent's infrastructure are far more useful to them.

The Deep Strike Fleet does not need to be in a System to launch a Planetary Invasion against it. Instead, the Deep Strike Fleet may Invade a Planet from an Adjacent Sector that it Occupies.

If it does so, the Defender cannot Surrender to the Invasion and the Breen cannot take Control of the System.

Whether they win or not, the Deep Strike Fleet must Retreat after the first Combat Round.



The Deep Strike Fleet Invades Janus VI from the adjacent system, avoiding the need to engage in a Space Battle first.

BREEN TACTICS

The Breen are deeply suspicious of other civilizations and prefer to keep to themselves.

STAY AT HOME

Since most of your advancements work best in your own territory, expand slowly and cautiously, keeping your civilization compact and well defended. The risk here is that you won't be a part of the galactic economy, missing out on trade agreements and opportunities elsewhere. Advancements like Cold Calculations, Cold Storage Ships, and Slave Labor can mitigate this by allowing you to do more with less.

DEEP STRIKE RAIDS

Your Deep-Strike fleet and privateers, especially combined with cloaking devices and energy-dampening weapons, allow you to conduct destructive (and often profitable) raids against other civilizations. Carefully planned, these can be a low-risk way of war, since your opponents will be very cautious about entering Breen Territory to get revenge.

CARDASSIAN UNION

SPECIAL RULES

The Cardassian Union has two special rules:

- Annexation and
- Occupation

Their Starting Advancement is Totalitarian Regime.

The Cardassian Union starts the game with

- 6 Commands and
- Warp Speed 2.

ANNEXATION

The Cardassian are always looking for new opportunities to expand their borders.

The Cardassians take a bonus Culture when they successfully Invade a Planet and take Control of it. This does not apply if the Invasion results in Total Annihilation.

OCCUPATION

Not everyone who labors under the Cardassian flag does so willingly.

During the Recharge Phase, other than Cardassia Prime, only Systems with Cardassian Ships in Orbit generate Production tokens for the Cardassians.

Research and Culture are Generated normally.



TOTALITARIAN REGIME: STARTING ADVANCEMENT



Cardassian society is strictly regulated, allowing them to achieve more with the same resources.

The Cardassians begin with an additional Command token over most rivals.

The Cardassians start the game with 6 Commands and Warp Speed 2.

WAR FLEETS (9 SHIPS)

Cardassian War Fleets can have up to 9 Ships.

SPECIALIST FLEETS

The Cardassians have three Specialist Fleets: Overseer, Hunter Killer, and Assault.

OVERSEER FLEET (3 SHIPS)

Nothing motivates production like a fleet of Cardassians overhead.

If the Overseer Fleet is in Orbit of a Cardassian-Controlled System (other than Cardassia Prime) in the Recharge Phase, double the number of Production tokens it generates.

HUNTER KILLER FLEET (3 SHIPS)

Hunter killer fleets are designed for quick and efficient strikes, killing their target with a single blow.

In the first Combat Round of a Space Battle, all of the Ships in a Hunter Killer Fleet automatically score a Hit.

ASSAULT FLEET (6 SHIPS)

Cardassia expands through its assault fleets bringing new systems into the Union.

An Assault Fleet rerolls To Hit rolls of 1 in a Planetary Invasion. As you cannot reroll a die more than once, this does not stack with any other source of rerolls.

CARDASSIAN TACTICS

Cardassians are experts at subterfuge and shadow diplomacy.

INVASION PROTOCOLS

Cardassia's relentless drive to expand their territory by invading new systems is both your path to victory and your Achilles' heel.

Many of your advancements (such as Annexation Protocols and Mutagenic Weapons) and your Assault fleet make invading systems easier, and you gain culture with each invasion. Having taken the system, other advancements like Central Command, Gravitic Mine Fields, and Gravitic Sensor Net make it easier to keep them.

On the other hand, invading your neighbors is likely to embroil you in costly wars. One solution is to seek out and invade independent warp-capable civilizations.

COVERT BASES

Your Covert Military Bases advancement (particularly when used with Field Retrofit Protocols) allows you to build ships and potentially fleets in undeveloped systems. Use this to pounce on warp-capable civilizations further from Cardassia Prime and to establish threats to your neighbors from unexpected directions.

FORCED LABOR

Unfortunately, much of your population isn't Cardassian and need extra oversight to produce the ships Cardassia needs. You need to keep a ship in orbit of each of your production systems to keep the population working. However, your Overseer fleet and Labor Camps advancement can push your workers to produce even more.

DOMINION

The Dominion is a major interstellar state in the Gamma Quadrant. Technologically advanced and millennia old, the Dominion was founded under the absolute rule of a group of Changelings known as the Founders, whose will was carried out by the Vorta and their Jem'Hadar super soldiers. The Dominion is dedicated to imposing the Founders' vision of "order" by bringing all other civilizations under its control.

ADDITIONAL SETUP

Place 5 Infiltrators on The Great Link.

GAMMA QUADRANT

If you are using the Gamma Quadrant optional rules, place the Dominion Home System in the Gamma Quadrant, otherwise, treat The Great Link as any other Home System, ignoring its green Gamma Quadrant symbol.

SPECIAL RULES

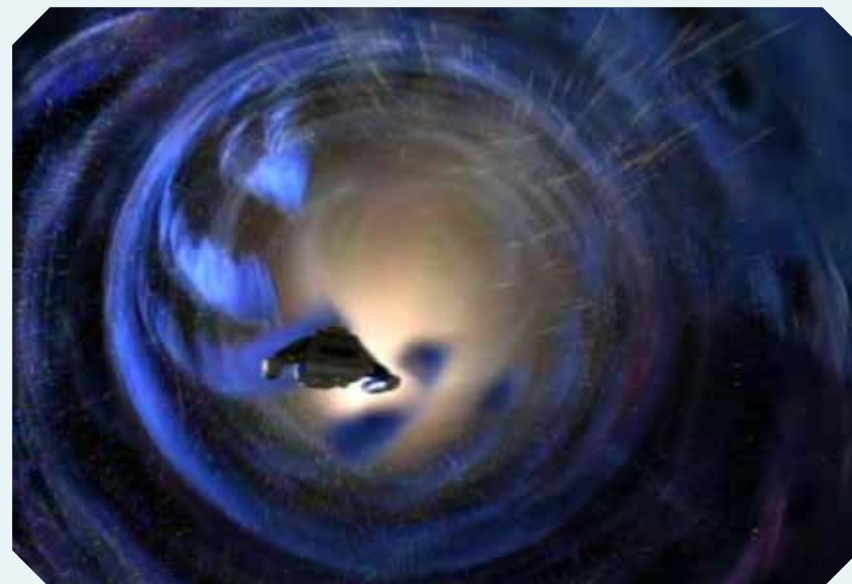
The Dominion has two special rules:

- Domination and
- Ketracel-White

Their Starting Advancement is Deadly Betrayal. They also have Founder Infiltrators as unique playing pieces.

The Dominion starts the game with

- 5 Commands and
- Warp Speed 2.



DOMINATION

The Dominion is paranoid. It prefers cowed subjects to allies and will only trade on favorable terms.

The Dominion may not attempt Cultural Hegemony of a rival's System. They can still use Cultural Hegemony to take Control of a Warp-Capable System.

KETRACEL-WHITE

The Dominion keeps its Jem'Hadar soldiers fiercely loyal through Ketracel-White. This substance grants them extreme performance, and is also essential to keep them alive. The loyal Jem'Hadar then ensure that the rest of the Dominion follows the Founder's orders.

The Dominion uses Commands to trigger the effects of their Ketracel-White rule and many of their Advancements. To power this, most of these Advancements grant additional Command tokens in the Recharge Phase.

The Ketracel-White rule on their Console allows a Dominion player to Exhaust a Command token to reroll all their failed To Hit Rolls in a single Combat Round in a Space Battle or Planetary Invasion.

They may do this whether they are the attacker or defender, and may do so in successive Combat Rounds by Exhausting a Command for each Round in which they want to reroll.

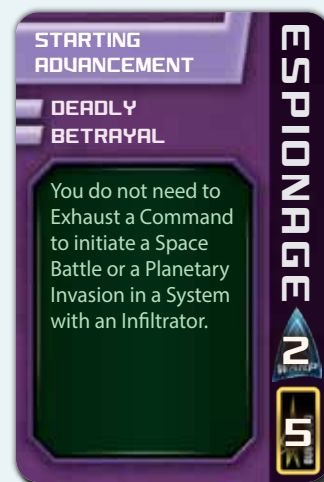
As an example, the Federation player initiates a Space Battle against a Dominion Fleet of 4 Ships. The Dominion player has 3 Command tokens.

In the first Combat Round, only 1 Dominion Ship Hits, so the Dominion player Exhausts a Command and rerolls the 3 misses, scoring another 2 Hits. The Federation scores 1 Hit, Destroying 1 Dominion Ship.

In the second Round, the 3 remaining Dominion Ships score 2 Hits and the Federation scores 1 Hit. Satisfied with the result, the Dominion player elects not to use their Ketracel-White rule.

In the third Round, the 2 remaining Dominion Ships both miss, so the Dominion player Exhausts another Command and rerolls both dice, scoring 2 Hits. The Federation player does not score any Hits. At the end of the Combat Round, the Federation player Retreats, ending the Space Battle and leaving the Dominion player with 1 Command token.

DEADLY BETRAYAL: STARTING ADVANCEMENT



Shapeshifting Founders infiltrate systems and establish themselves in important roles where they can assist their Jem'Hadar forces.

You do not need to Exhaust a Command token to initiate a Space Battle or launch a Planetary Invasion in a System where an Infiltrator is present.

FOUNDER INFILTRATORS

The Dominion's Founders are changeling shapeshifters. They can take the form of any race. They sent these out in order to understand the Alpha Quadrant and prepare it for invasion.

SET UP INFILTRATORS

At the start of the game, the Dominion player places 5 Infiltrators on The Great Link.

MOVE INFILTRATORS

The Dominion sends out changeling infiltrators to study other races and prepare the way for the Dominion's forces.



The Dominion player may Exhaust 2 Command tokens to issue a Command to move an Infiltrator from The Great Link to any System, even if that System is not Connected to The Great Link.



They may Exhaust 1 Command token to issue a Command to move an Infiltrator to any System Adjacent to their current System or back to The Great Link.

REMOVING INFILTRATORS



Rival players may Exhaust 2 Command tokens to issue a Command that returns a Dominion Infiltrator on a System they Control or Occupy back to The Great Link.

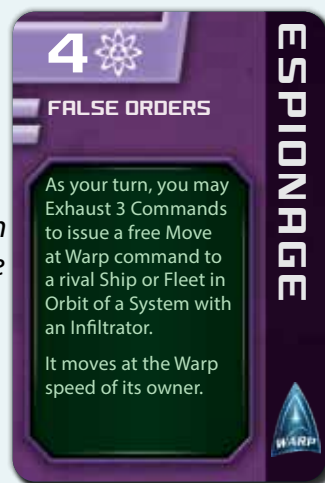
USING INFILTRATORS

Many of the Dominion Advancements allow them to perform actions in Systems where they have an Infiltrator.

As an example, the Dominion player has an Infiltrator on New Bajor which is Controlled by the Klingons and Occupied by a Klingon Fleet.

In the Dominion turn, they use their False Orders advancement to move the Klingon Fleet. They Exhaust 3 Commands to move the Klingon Fleet as if they controlled it. The Klingon Warp Speed is currently 3, so they move 3 Systems ending at Idran. Because they ended their movement in a Hazardous System, the Fleet must Brave the Hazard. If they survive, the Klingon player will take the Research as normal.

This leaves New Bajor open for a Dominion invasion next turn.



WAR FLEETS (10 SHIPS)

Dominion War Fleets can have up to 10 Ships.

SPECIALIST FLEETS

The Dominion has three Specialist Fleets: Strike, Domination, and Battleship.

STRIKE FLEET (5 SHIPS)

The speed and efficiency of the Jem'Hadar is enough to end many battles in the first clash.



Before either player Rolls to Hit in the first Combat Round of a Space Battle, you may Exhaust a Command token to have all a Strike Fleet's Hit Rolls automatically score a Hit. If the opponent has First Strike, the Strike Fleet will take casualties before any remaining Ships automatically Hit.

DOMINATION FLEET (7 SHIPS)

Robust ships and the ability to hatch new Jem'Hadar to replace casualties allows domination fleets to operate far from their bases.



At the end of the Building Phase, if the Domination Fleet has 6 or fewer Ships, you may Exhaust 1 Command token to add 1 free Ship to it. You may do this as many times as you have Commands available to Exhaust.

BATTLESHIP FLEET (6 SHIPS)

The gigantic Dominion battleships were more than a match for normal starships.



Exhaust an extra Command token when issuing Move at Impulse or Move at Warp commands to the Battleship Fleet.

The Battleship Fleet increases its Shield Modifier by 1.

DOMINION TACTICS

The Dominion has two aspects: the shapeshifting Founders and their loyal Jem'Hadar soldiers.

JEM'HADAR

The Founders of the Dominion created the Jem'Hadar as superb fighters to protect them from 'solids'. You can spend Commands to boost their combat capabilities with advancements like Jem'Hadar Soldiers for Planetary Invasions and Jem'Hadar Devotion that allows your ships to ram the enemy for guaranteed hits. As these advancements give you extra Commands, they are self-powering.

FOUNDERS

The Founders are shapeshifters with the ability to travel at Warp speeds without the need for ships. This allows them to infiltrate other civilizations and create havoc. The False Orders advancement allows your infiltrators to move a rival's Ships. Compromised Command and Strategic Espionage burn your rival's Commands, slowing them down and leaving them vulnerable. These and other infiltrator advancements also give you better Warp Speed, moving the Jem'Hadar faster as they race to support them.



FERengi ALLIANCE

SPECIAL RULES

The Ferengi Alliance has two special rules:

- Only Latinum Lasts and
- Profit over Profundity

Their Starting Advancement is Ferengi Commerce Authority.

The Ferengi Alliance starts the game with

- 5 Commands and
- Warp Speed 2.

ONLY LATINUM LASTS

In their single minded pursuit of profit, Ferengi are happy to demolish native paradises and despoil ancient ruins. Profit is what really matters!

Ferengi may purchase Culture tokens at any time for 5 Production tokens each.

Ferengi may build Production Nodes on Capacity Sites of any type. This means that they can build Production Nodes on Culture Sites and Research Sites, as well as Production Sites.

PROFIT OVER PROFUNDITY

The Ferengi penchant for profit means they don't spend a lot of time building up great cultural institutions. This makes the Ferengi extremely off-putting to other species.

The Ferengi may never build Culture Nodes. Their starting Culture Node on Ferenginar will be their only one, unless they take Control of more Culture Nodes via Planetary Invasion or Cultural Hegemony.

The Ferengi don't add their Ascendancy Level when attempting Cultural Hegemony. They can still make the attempt, it is just more difficult.

Indri VIII has Capacity Sites for 1 Research and 1 Culture Node.

The Ferengi will be able to build either 2 Production Nodes, or, 1 Production and 1 Research Node.



FERengi COMMERCE AUTHORITY: STARTING ADVANCEMENT



The Ferengi prefer trade over warfare. Their ships are traders first and warships a distant second.

When Generating Resources, the Ferengi gain 1 Production for each rival-Controlled System with Ferengi Ships in Orbit.

TRADE AGREEMENTS



Rather than producing a specific number of Resources, rivals who hold a Ferengi Trade Agreement receive a number of Production equal to the number of their Systems that have Ferengi Ships in Orbit.

This works with the Ferengi Starting Advancement which generates Production for each System where the Ferengi have Ships.



The Ferengi have ships in orbit of 3 Federation Systems. If they hold a Ferengi Trade Agreement, the Federation will receive 3 Production.

The Ferengi will receive 3 Production from their Starting Advancement, regardless of Trade Status.

WAR FLEETS (7 SHIPS)

Ferengi War Fleets can have up to 7 Ships.

SPECIALIST FLEETS

The Ferengi have three Specialist Fleets: Franchise Establishment Flotilla, Market Penetration Convoy, and Commerce Enforcement Squadron.

FRANCHISE ESTABLISHMENT FLOTILLA (5 SHIPS)

It is more efficient to open multiple franchises at once than to build whole new enterprises from scratch.

A Franchise Establishment Flotilla can drop Ships off in the Systems it passes through while Moving at Warp, leaving behind a trail of Ferengi Ships poised to profit. If the Fleet arrives at a System with less than 3 Ships, it immediately Disbands and ceases Moving.



COMMERCE ENFORCEMENT SQUADRON

(3 SHIPS)

The Ferengi don't like being excluded from profitable markets. Their enforcement squadrons ensure access, whether the market wants it or not.

Ships belonging to Hostile rivals and uncooperative Peaceful rivals normally prevent movement into their System. A Commerce Enforcement Squadron can enter a System that would normally be blocked by rival Ships, but if it does so, it must end its movement there.

In future turns, the Ferengi can issue a Move at Impulse or Move at Warp Command to leave the System as normal, or it can disband or leave Ships in Orbit to earn Production using the Ferengi Commerce Authority Advancement.

Issuing a Move at Warp Command to a Commerce Enforcement Squadron Exhausts 1 Command token instead of 2.



FERENGI TACTICS

The Ferengi don't have any combat-oriented Fleets. What they do have is a lot of ways to make profit and distract their rivals.

PROFIT FIRST

Everything stems from Production, so you need to maximize your means of production. You can do this just by building lots of Production Nodes, but it's smarter to use your advancements. Your starting advancement, the Ferengi Commerce Authority, gives you production simply for having ships in orbit of rival systems, and you can leverage your trade agreements and fleets to make this process as fast as possible.

Research itself can be profitable. Knowledge Equals Profit and Home is Where the Heart Is give you production when you research, and the advancements you research can add more profit.

MILITARY OPERATIONS

What you lack in military expertise, you can make up for in numbers. With deep production coffers, you can usually out-build your rivals, swamping their War Fleets with sheer numbers. Using your brains is often cheaper, though. Your The Bigger The Smile, The Sharper The Knife advancement allows you to even the odds by neutralizing their military advancements with some prudent spending. Whisper Your Way to Success can prevent your rivals cooperating against you, while Nothing is More Important than Your Health gives you profit, even when you are losing!



GORN HEGEMONY

The Gorn need to reproduce using sentient hosts drives their society and civilization. They must raid neighboring civilizations for ships and colonists to implant their eggs and bear the next generation. Despite their unsavory reproductive habits, Gorn are also renowned as merchants and traders.

SPECIAL RULES

The Gorn Hegemony has two special rules:

- Joy of the Hunt and
- Nursery Planets

Their Starting Advancement is Seed Younglings.

The Gorn Hegemony starts the game with

- 5 Commands and
- Warp Speed 3.

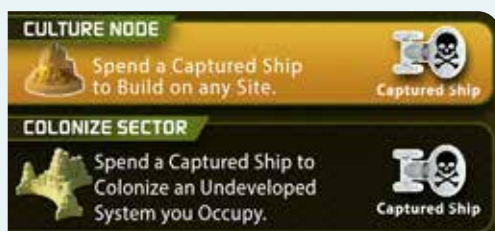
JOY OF THE HUNT

For the Gorn, one of the reasons to fight is to capture enemy ships, to use the crews to seed planets for colonization. Since their young need live food, they can't use their own colony ships.

The Gorn gain 1 Culture when they win a Space Battle or a Planetary Invasion.

If any Hostile Ships were Destroyed in the Combat, they also Capture 1 Ship.

They use Captured Ships to Colonize new Systems and Build Culture Nodes using the Nursery Planets rule. Once Spent, the Captured Ships are returned to their owners.

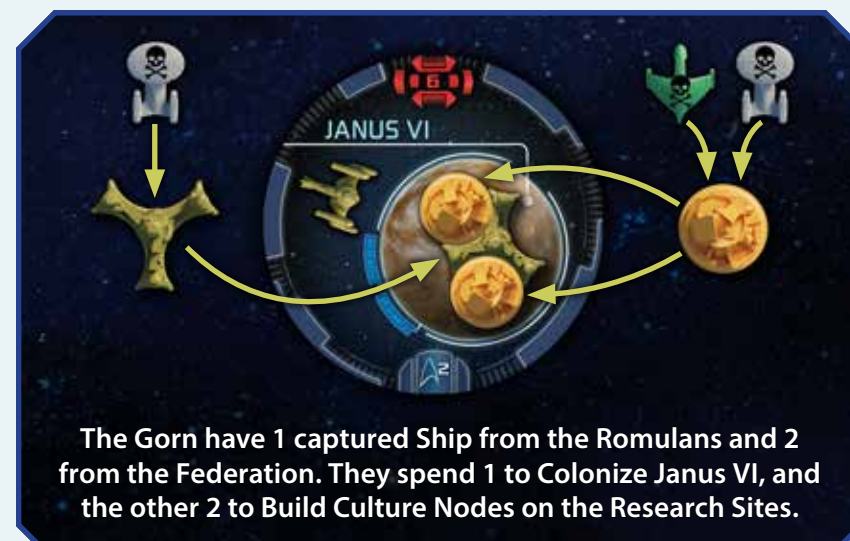


NURSERY PLANETS

Gorn younglings need to implant their eggs in sentient hosts to produce the next generation. Captured starships provide those hosts.

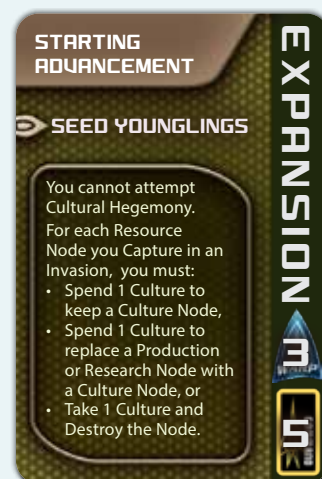
To Colonize a System, the Gorn must Occupy the System as usual. However, rather than spending one of their own Ships and a Culture token, they spend a Captured Ship instead.

During the Building Phase, the Gorn can Build Culture Nodes on any Site, whether Production, Research, Culture, or Open. Culture Nodes cost 1 Captured Ship instead of 1 Production and 1 Culture token.



SEED YOUNGLINGS: STARTING ADVANCEMENT

To the Gorn, occupied planets are nurseries for a new generation of younglings. When they invade, they seed the planet with younglings who consume the existing population.



The Gorn cannot attempt Cultural Hegemony as nobody wants to join a civilization that sees them as food.

When a System Surrenders to a Gorn Planetary Invasion, the Gorn must make a choice for each Resource Node they capture:

- Spend 1 Culture to keep a Culture Node,
- Spend 1 Culture to replace a Production or Research Node with a Culture Node, or
- Take 1 Culture for any Resource Node and Destroy it.

The Gorn Fleet scores more hits than the Federation has Nodes on Terra Nova, forcing it to Surrender.

The Gorn immediately take over the planet, replacing the Federation Control Node with their own .



WAR FLEETS (6 SHIPS)

Gorn War Fleets can have up to 6 Ships.

SPECIALIST FLEETS

The Gorn have three Specialist Fleets: Raider, Hunter, and Spawning.

RAIDER FLEET (4 SHIPS)

Raiding for prisoners to seed new colonies keeps the Gorn population healthy. The Gorn send raiders into hostile space to freely hunt any ships they find.

You may Issue a Command for this Fleet to initiate a Space Battle without Exhausting a Command token.

HUNTER FLEET (4 SHIPS)

The Gorn are naturally robust, able to survive extremes that other species would find intolerable. When pressed, their hunter fleets keep functioning despite heavy damage.

When Taking Casualties, you may spend 2 Culture to ignore your first Casualty to this Fleet for the Combat Round.

SPAWNING FLEET (4 SHIPS)

Spawning fleets are established to seed rival planets with younglings, spreading Gorn culture across the galaxy.

When this Fleet wins a Planetary Invasion, you may spend 1 Culture to refresh 1 of your Command tokens.

GORN TACTICS

The Gorn enjoy hunting and trapping their prey, then feeding them to their younglings to nurture the next generation.

GORN CULTURE

For the Gorn, culture is their most important resource. They use Culture tokens to fuel their expansion and combat capabilities, but can only get Culture by capturing opposing ships and planets, or by developing their own advancements. This puts the focus on raiding and attacks to generate Culture which allow them to use advancements like Glory of the Hunt, Gorn Resilience, and Hungry Younglings to enhance their abilities, making combat easier and reinforcing their focus on raids and attacks.

INVASIONS MAKE MORE GORN

When they invade planets (they can't convince planets to join the Hegemony peacefully), the Gorn seed it with younglings who use the surviving population to reproduce. This destroys whatever resources the planet had, but turns them into Culture tokens or Culture Nodes, the most valuable resource for the Gorn.

WARP SPEED

The Gorn recognize the benefits of moving fast to surprise their prey. To this end, they start with Warp Speed 3 (fast compared to most civilizations' Warp Speed 2). With speed and the ability to start battles without exhausting valuable commands, the Raider Fleet can get hunting straight away.

DECOYS AND TRAPS

The Gorn are known for their use of ruses, decoys, and traps to draw the enemy into disadvantageous combats. They can use their Decoy Traps advancement to draw single ships to systems where they can be captured or their Hidden threats advancement to seed their ships across the galaxy wherever natural hazards would hide them.

GORN TRADERS

While the Gorn are traders, their trading partners have to put up with small-scale raids and the loss of occasional ships to decoys and traps. This makes the Gorn a less than ideal ally, but the value of Gorn trade agreements makes it probable that they will manage to make agreements, even if they aren't as valuable as the Gorn would like.

KLINGON EMPIRE

SPECIAL RULES

The Klingon Empire has two special rules:

- Death before Dishonor and
- Ever Victorious

Their Starting Advancement is Disruptor Technology.

The Klingon Empire starts the game with

- 5 Commands and
- Warp Speed 2.

DEATH BEFORE DISHONOR

Honor is more than life itself to a Klingon. There is honor in dying in battle against an overwhelming foe, but only dishonor in retreating from a battle.

Klingons may never Retreat from a Space Battle or when Invading a Planet.

When a Klingon Planet is Invaded, the Klingons cannot voluntarily Surrender. They must fight to the end, either forcing the Attacker to Retreat, or having their System Totally Annihilated or forced to Surrender when the Attacker scores more Hits than they have Nodes remaining.

EVER VICTORIOUS

Victory in battle is the very food and blood of Klingon life. What could be more honorable than victory over an opposing fleet.

Klingons take 1 Culture when they win a Space Battle against 3 or more Ships, or a Borg Cube.

DISRUPTOR TECHNOLOGY: STARTING ADVANCEMENT



The sheer power of Klingon disruptors allows a solid hit to punch through even the most powerful shields.

Klingon Ships and Nodes always Score a Hit on a Roll To Hit of 6, regardless of the rival's Shield Modifier.

WAR FLEETS (10 SHIPS)

Klingon War Fleets can have up to 10 Ships.

SPECIALIST FLEETS

The Klingons have three Specialist Fleets: Marauder, Battle, and Assault.

MARAUDERS (4 SHIPS)

Klingon marauders loot their victims, bringing back wealth, technology, and resources to Kronos.

The Marauders Fleet takes 1 Production for each Ship Destroyed by their Attacks.

BATTLE GROUP (6 SHIPS)

Aggressive Klingon tactics don't care about casualties, as long as they hit their enemy.

The Battle Group may reroll its Hit Rolls of 1 in Space Battles. As you cannot reroll a die more than once, this does not stack with any other source of rerolls.

ASSAULT (6 SHIPS)

The brutality of Klingon assault fleets is infamous.

The Assault Fleet may reroll its Hit Rolls of 1 in Planetary Invasions. As you cannot reroll a die more than once, this does not stack with any other source of rerolls.



KLINGON TACTICS

Klingon tactics are as clear and brutal as their philosophy.

BATTLE BRINGS VICTORY

Winning battles brings huge advantages. You gain Culture, and if you are using a Marauder Fleet, you gain Production. That Production can then be used to make more Ships to replace any you lost, while the Culture reduces your need to build or capture Culture Nodes.

With the Adapted Cloaking Device advancement, you get First Strike, possibly winning the fight before the enemy even gets a chance to strike back. Throw in the Klingon Battle Lust advancement and you can even get back the Command you used to start the fight.

KAHLESS BACKS THE BIGGER FLEET

Another advantage you have is big War Fleets, with up to ten Ships. That's a hefty strike force. Fleets that big are hard for others to maintain, but not so much for you. A focus on battle rather than passive Culture generation allows you to build more Production Nodes, while advancements like Commandeer and Conscript, Militarized Industry and Orbital Shipyards give you free Ships every Round. Add in Forward Munition Depots, and you can form your Fleets right in the front lines, gathering up stray Ships into a new strike force to replace any losses.

TAKING WHAT YOU NEED

Planetary invasions can be equally valuable. Planetary Bombardments wreak havoc on the defenders, making victory cheaper. Add in Reclamation Barges, and you can harvest two turns of resource generation from the Nodes you Destroyed. You gain Culture by destroying your opponent's Culture!

5

ADAPTED CLOAKING DEVICE

Your Ships have First Strike in Space Battles during your turn.

Romulan Cloaking Technology

WARP

ESPIONAGE

4

KLINGON BATTLE LUST

When you Initiate a Space Battle and Win without taking any Casualties, refresh a Command Token.

WARP

MILITARY

4

COMMANDER AND CONSCRIPT

You may use a Command to place 1 Ship, for free, in any System you Control in which you do not currently have any Ships.

WARP

EXPANSION

4

MILITARIZED INDUSTRY

During your Build Phase, you may place 1 free Ship at every System you Control with a Culture Node.

WARP

EXPANSION

3

FORWARD MUNITION DEPOTS

In your Command Phase, you may Commission Fleets in any System you Control.

WARP

MILITARY

3

PLANETARY BOMBARDMENT

When Invading a System, you may First Strike.

If you do, all your First Strike Hits automatically destroy Nodes, regardless of how many Hits you score.

WARP

MILITARY

3

RECLAMATION BARGES

When you destroy a Rival's Resource Node in an Invasion, take 2 tokens of the matching type from the Supply.

WARP

MILITARY

ROMULAN STAR EMPIRE

SPECIAL RULES

The Romulan Star Empire has two special rules:

- Cultural Superiority and
- Suspicious

Their Starting Advancement is Cloaking Device.

The Romulan Star Empire starts the game with

- 5 Commands and
- Warp Speed 2.

CULTURAL SUPERIORITY

The Romulans value their superiority over lesser civilizations, which is all of them, particularly in their advanced science.

Some Romulan Advancements are marked with a Culture token.

When you Research these Advancements you immediately gain a Culture token.

This immediate one-time gain does not give additional Culture in the Recharge Phase.

SUSPICIOUS

Knowing that they are superior makes the Romulans suspicious of other civilizations' apparently-peaceful approaches.

When the Romulans receive a Trade Agreement, they must immediately Exhaust it, preventing it from generating Resources in the next Recharge Phase.

They refresh it at the end of the Recharge Phase as normal, giving them Resources each Recharge Phase after that.



CLOAKING DEVICES: STARTING ADVANCEMENT



One of the signature technologies of the Romulans is their cloaking devices that hide their ships from hostile eyes.

Romulan Ships have First Strike in Space Battles during their turn. This allows them to roll and apply their Hits before the defender rolls their Hits in the first Combat Round. In subsequent Combat Rounds, both sides Roll to Hit and Take Casualties simultaneously.

WAR FLEETS (9 SHIPS)

Romulan War Fleets can have up to 9 Ships.

SPECIALIST FLEETS

The Romulans have three Specialist Fleets: Mining, Science, and Battle.

MINING FLEET (4 SHIPS)

Mining fleets exploit phenomena and uninhabited systems to acquire exotic materials and essential minerals.

When the Mining Fleet Occupies an Undeveloped System or Phenomenon, the Romulans may issue a Command to take 2 Production. This may only be used once per turn.

If the System is Hazardous, it does not need to Brave the Hazard to do this, although it would have needed to Brave the Hazard when it ended its move on the Phenomenon.

SCIENCE FLEET (4 SHIPS)

Maintaining their cultural superiority requires constant research. Their science fleets are in the forefront of this effort.

When the Science Fleet Braves a Hazard, it rolls for its Ships one at a time until one survives. The remaining Ships automatically survive.

The Romulans may issue a Study a Phenomenon Command to the Science Fleet without Exhausting a Command token.

BATTLE GROUP (6 SHIPS)

Careful Romulan tactics give them an advantage in combat.

The Battle Group may reroll its Hit Rolls of 1 in Space Battles.

ROMULAN TACTICS

Romulan tactics rely on subtlety and espionage.

CULTURAL RESEARCH

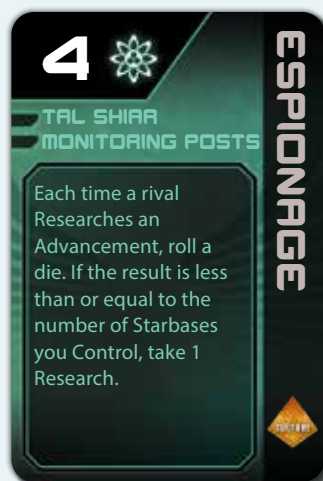
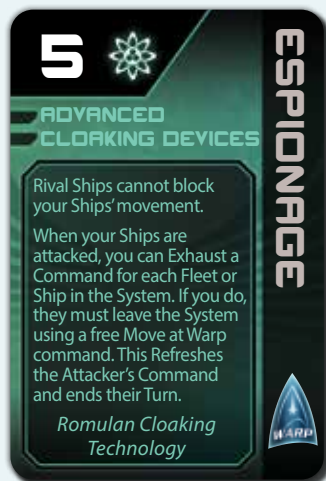
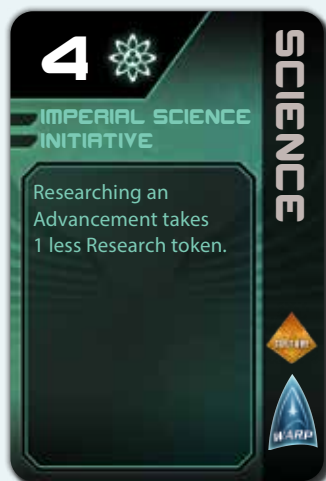
Research is the core of your success. Exploit Phenomena with your Science Fleet for extra Research, and use the Imperial Science Initiative advancement to make future research cheaper. On top of this, your Cultural Superiority rule gives you even more Culture for weapon and shield research.

TECHNICAL SUPERIORITY

This research leads to technical superiority which allows you to build high-tech fleets capable of defeating larger forces, or with Advanced Cloaking Devices, the ability to avoid fights as well. Combine these with Forced Quantum Singularity Drives for extra warp speed and you can pick your fights.

TAL SHIAR ESPIONAGE

While building up your own capability, you can also degrade your rivals. The Tal Shiar allow you to cancel their advancements and with your Multi-spectral Emitter Drones, you can cancel their Trade Agreements. Plus, with Tal Shiar Monitoring Posts, you gain Research when your rivals research advancements.



TERRAN EMPIRE

ADDITIONAL SETUP

1. The Terran Empire starts with 4 Ships.
2. Form 3 Ships into any War Fleet and place it on the Mirror Universe Reflection attached to Terra. Place the remaining Ship on Terra.
3. Place the Mirror Universe Tracker next to the play area and set the Slider to 6.
4. Shuffle the Interphasic Rift System Disc into the System Stack.

Note: If you are playing with the Terran Empire, you must use the Mirror Universe rules (see page 22).

SPECIAL RULES

The Terran Empire has two special rules:

- Interdimensional Travelers and
- Risk of Mutiny

Their Starting Advancement is Interdimensional Gates.

The Terran Empire starts the game with

- 5 Commands and
- Warp Speed 2.

The Terran Empire also introduces the mirror universe into the game.



INTERDIMENSIONAL TRAVELERS

The Terran Empire has launched multiple forays into the prime universe throughout history. As such, they've learned how to minimize the risks of interdimensional travel.

The Terran player does not have to Destroy a Ship when leaving a Mirror Universe Reflection to return to the prime universe at the attached System Disc.

RISK OF MUTINY

The Terran Empire is ruled by force, and this applies to their military as well. Coups are a normal part of society, so commanders always need to be careful of being replaced if they lose a battle, as it presents an opportunity for ambitious captains to question their fitness for command.

Whenever the Terran player Retreats from or loses a Space Battle or Planetary Invasion, they must roll a die for each of their Fleets (whether the Fleet was in the Combat or not).

If the player rolls a 5 or 6, that Fleet is immediately Disbanded.

INTERDIMENSIONAL GATES: STARTING ADVANCEMENT



Normally, entry into the mirror universe is only possible at phenomena. The Terran Empire has devised ways to reliably enter the Mirror Universe from anywhere. It requires some sacrifice, but the Empire is willing to bear the cost.

You may issue a Move at Impulse command to a Fleet to move it to the Mirror Universe Reflection attached to its current System, even if it is a Planetary System. If you do enter at a Planetary System, Destroy 1 Ship from the Fleet.



WAR FLEETS (8 SHIPS)

Terran War Fleets can have up to 8 Ships.

SPECIALIST FLEETS

The Terrans have three Specialist Fleets: Mirror, Vanguard, and Ambush.

MIRROR FLEET (4 SHIPS)

The Terran Empire controls many of the mirror universe equivalents of its prime universe opponents. Their prime universe counterparts can find themselves surprised when their own tactics and technology are used against them.

In a Space Battle, the Mirror Fleet can use the special ability of any rival's Fleet in the Combat. It can only use one rival Fleet ability per Turn.

VANGUARD FLEET (6 SHIPS)

The unexpected appearance of small Terran fleets often confuses their rivals. Exploiting this uncertainty as to who they are, these Terran vanguards slash into their foes.

When the Vanguard Fleet is in a Space Battle or Planetary Invasion with no other Ships on its side, it may reroll up to 2 failed Hit rolls. As you cannot reroll a die more than once, this does not stack with any other source of rerolls.

AMBUSH FLEET (4 SHIPS)

Specialists in deception and deceit, this fleet strikes hard and fast when a target flies into its trap.

When the Ambush Fleet initiates a Space Battle, it adds +1 to all Hit rolls.

An Ambush Fleet may not participate in Planetary Invasions.

TERRAN TACTICS

Terran Empire tactics exploit the ambiguity of the mirror universe.

INTERDIMENSIONAL TACTICS

You can treat the mirror universe as your own private back door into prime universe systems. While there are occasional gate crashers, you will usually dominate the Mirror Universe Reflections as your rivals have considerable difficulty crossing over into your universe since they can only enter the Mirror Universe at a Phenomenon. Meanwhile, your Interdimensional Travelers rule and Interdimensional Gates starting advancement allow your fleets to leave and return to your universe almost at will. Researching your Rift Stabilizer advancement expands your options to individual ships as well.

Use this capability to avoid obstacles and appear wherever you need to be. Your rivals have to guard far more routes into their systems, spreading their defenses thin. On the other hand, since there are few places they can enter the mirror universe, it's much easier for you to keep the gates closed. Be careful though, your ships can't be in two places at once, so while they are in Mirror Universe Reflections, they have no control over the prime universe systems, giving your rivals free reign. You need to balance your presence in both universes.

Remember to protect Terra because its Mirror Universe Reflection provides a back door to your home system that your rivals can exploit.

CONQUEST

Conquering your rivals plays your part in maintaining the Terran Empire's domination and control of alien civilizations. Lacking in technological advantages, you will need to be devious to win. Use the mirror universe to pick your fights. Your Vanguard and Ambush Fleets are excellent for surprise surgical strikes.

Don't get too hung up on destroying your opponent's fleets. You can simply bypass them through the mirror universe and hegemonize or invade their planets virtually unopposed.

PEACEFUL EXPLOITATION

Your devious nature also means that you gain considerable advantage from peaceful relations with your neighbors. Your Alliance Negotiation advancement uses their resource nodes to give you resources, while Commandeered Production allows you to build ships at their starbases and Infiltrated Positions allows you to use their research.

On top of that, your Mistaken Identity advancement allows you to get away with attacking your allies to clear the way for your fleets to invite their planets to join the Empire.

THE MIRROR UNIVERSE

The mirror universe exists as a parallel reality that mirrors the prime universe. It coexists at the same time as the prime universe, but in a different dimensional plane. It is called the mirror universe because many of the ships, civilizations, and even people in the prime universe have reflections in the mirror universe that are the antithesis of their prime universe reflections.

Entering and leaving the mirror universe is a dangerous endeavor, always fraught with peril. For those who dare to brave these challenges, the opportunity to sneak past a rival's barricade, dropping out of the mirror universe behind their lines, is invaluable.

Note: Only use the Mirror Universe rules if the Terran Empire is in the game.

MIRROR UNIVERSE REFLECTIONS

A Mirror Universe Reflection token marks the presence of an interdimensional rift to the mirror universe counterpart of the System Disc it is attached to. Ships and Fleets on a Mirror Universe Reflection are not in Orbit of the attached System and cannot Occupy or prevent a rival from Occupying that System.

Like Starbases, you can freely rotate the Mirror Universe Reflection token around the System Disc to make room for Space Lanes.



Mirror Universe Reflection tokens mark rifts into the mirror universe.

EXPLORING THE MIRROR UNIVERSE

At the start of the game, the Mirror Universe tracker is set to 6.

Whenever a player Explores a new System, they roll a die. If the new System is a Phenomenon, add 1 to the die roll.

- If the number is greater than or equal to the number indicated on the Mirror Universe Tracker, they attach a Mirror Universe Reflection to the System Disc. After doing so, reset the Mirror Universe Tracker back to 6.
- Otherwise, reduce the number shown on the Mirror Universe Tracker by 1.

The Ferengi have just discovered a Quantum Singularity Phenomenon and roll a die to see if a Mirror Universe Reflection Token appears.

They roll a die, scoring a 3.



They add 1 to the die roll because it is a Phenomenon, bringing their score to 4. This is equal to the score required on the Mirror Universe Tracker, so they place a Mirror Universe Reflection on the Quantum Singularity.

The Mirror Universe Tracker is then reset to 6.

FIRST PHENOMENON DISCOVERED

The first time an Exploration discovers a Phenomenon, add a Mirror Universe Reflection and reset the Mirror Universe Tracker to 6 without rolling.

HOME AND CORE SYSTEMS

Home and Core Systems (other than the Terran Home System) do not have Mirror Universe Reflections. At the start of the game, the only Mirror Universe Reflection will be on Terra.

THOLIAN RIFT TOKENS

When a Tholian player adds a Rift token to a Phenomenon, immediately attach a Mirror Universe Reflection to that System if it doesn't already have one. This does not reset the Mirror Universe Track.

MIRROR UNIVERSE TRAVEL

To an observer in the prime universe, things happening in the mirror universe are unknowable. Ships and fleets disappear into the mirror universe, then turn up again some time later.

ENTERING THE MIRROR UNIVERSE

When you give a Ship or Fleet a Move at Impulse command while at a Phenomenon with an attached Mirror Universe Reflection, you may, instead of Moving, have the Ship or Fleet Brave the Hazard and, if they survive, enter the Mirror Universe Reflection. You are not Studying the Phenomenon, so you do not take Research tokens.

If there are Hostile Ships on the Mirror Universe Reflection, you must immediately initiate a Space Battle with them. You must gain the agreement of every Peaceful rival that has Ships on the Mirror Universe Reflection and if any refuse, immediately initiate a Space Battle with them, Revoking your Trade Agreement.

Note: Only the Terrans using their Interdimensional Gates Starting Advancement can enter a Mirror Universe Reflection at a Planetary System.

MOVING IN THE MIRROR UNIVERSE

When a Ship or Fleet is on a Mirror Universe Reflection, you can Issue a Move at Warp command to Move it to any other Mirror Universe Reflection.

If there are Hostile Ships on the Mirror Universe Reflection you are Moving to, you must immediately initiate a Space Battle with them. You must gain the agreement of every Peaceful rival that has Ships on the Mirror Universe Reflection you are Moving to and if any refuse, immediately initiate a Space Battle with them, Revoking your Trade Agreement.



The Federation player issues a Move at Impulse Command to their Fleet, Braving the Hazard, to move to the Mirror Universe Reflection of Murasaki 312



With a 5, one of the Ships is destroyed. The remaining Fleet of 4 ships crosses over to the Mirror Universe Reflection.

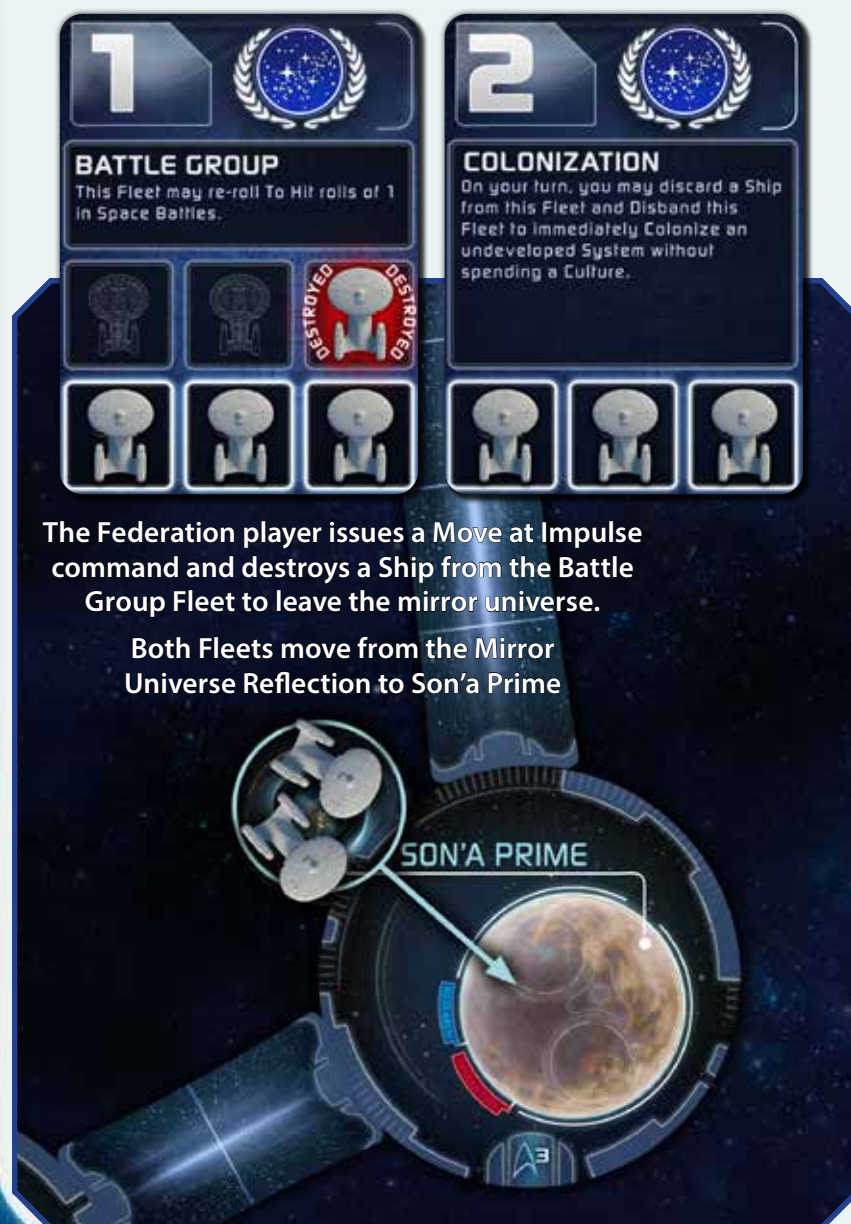
In their next turn the Federation bypasses the Romulans by issuing a Move at Warp command to Move the Fleet to the Mirror Universe Reflection at Son'a Prime to join their other Fleet.

LEAVING THE MIRROR UNIVERSE

You may Destroy 1 Ship on a Mirror Universe Reflection and Issue a Move at Impulse command to have any number of Ships or Fleets on that Mirror Universe Reflection Move to the attached System.

If there are Hostile Ships in the System, you must immediately Initiate a Space Battle with them. You must gain the agreement of every Peaceful rival that has Ships in the System and if any refuse, immediately initiate a Space Battle with them, Revoking your Trade Agreement.

Note: The Terran Interdimensional Travelers rule allows them to leave the Mirror Universe without Destroying a Ship.



The Federation player issues a Move at Impulse command and destroys a Ship from the Battle Group Fleet to leave the mirror universe.

Both Fleets move from the Mirror Universe Reflection to Son'a Prime

MIRROR UNIVERSE SPACE BATTLES

Initiating a Space Battle with or against Ships on a Mirror Universe Reflection is the same as combat in the prime universe, with the following exceptions.

INITIATING A SPACE BATTLE

When you Issue a Command to Enter, Move in, or Leave a Mirror Universe Reflection, you can immediately Initiate a Space Battle as part of the same turn.

To do so, Move your Ships to the edge of the Mirror Universe Reflection then Immediately Exhaust another Command token to Initiate the Space Battle.

ATTACKING FROM MULTIPLE SYSTEMS

You cannot Attack from multiple Systems when Attacking into or out of a Mirror Universe Reflection.

RETREATING FROM COMBAT

When Attacking into or out of a Mirror Universe Reflection you cannot Retreat from Combat.

When Defending on a Mirror Universe Reflection you cannot Retreat from Combat

These restrictions apply even when you have a Special Rule that would normally allow you to Retreat from Combat.



THOLIAN ASSEMBLY

Tholians are crystalline beings that thrive in extreme environments that would kill most species. They can colonize Phenomena, but find Planetary Systems far less to their taste.

Tholians value punctuality, honesty, and accuracy. As a Tholian player your statements to other players should be honest and accurate (although not necessarily revealing or helpful).

SPECIAL RULES

The Tholian Assembly has two special rules:

- Crystalline and
- Extremophiles

Their Starting Advancement is Stellar Agitator.

As a crystalline hive mind, the Tholians are less flexible than many civilizations. They start the game with:

- 4 Commands and
- Warp Speed 2.

They also have a new type of Resource Capacity Site: Tholian Sites, and three new tokens: Hazard, Rift, and Web.

CRYSTALLINE

The tripodal Tholians are not flesh and blood, but rather formed of exotic crystals. They need extreme heat to exist, freezing at temperatures that would boil carbon-based life.

Tholians cannot Hegemonize or Colonize non-Hazardous Systems. However, they can Colonize Hazardous Systems in the same way as other civilizations Colonize Planetary Systems. Phenomena the Tholians Colonize become Planetary Systems as well as remaining Phenomena. They only consider Phenomena and Hazardous Systems as Undeveloped Systems.

Non-Hazardous Systems that Surrender to a Tholian Planetary Invasion suffer a Total Annihilation result instead.

EXTREMOPHILES

Requiring extreme environments, the Tholians have no use for the forests, lakes, and seas that other civilizations value so highly.

Tholians cannot build Resource Nodes on Culture or Open Sites.

However, all Hazardous Systems with fewer than 3 Capacity Sites are treated as having additional Tholian Sites bringing their Capacity up to 3 Sites of all types which can take any type of Resource Node.

STELLAR AGITATOR: STARTING ADVANCEMENT

STARTING ADVANCEMENT

STELLAR AGITATOR

In the Building Phase, spend 1 Research to place a 6 Hazard token on a non-Hazardous Planetary System you Occupy and no rival Controls.

When Braving Hazards, your Ships have a +1 Shield modifier.

EXPANSION

2

4

The Tholians have developed ways of making systems more hospitable for their extremophile needs, agitating stars to produce more extreme environments.

As a result of their love of extreme environments, when Braving Hazards, Tholian Ships have a +1 Shield modifier.

In the Building Phase, the Tholians can spend 1 Research to place a 6 Hazard token on a non-Hazardous Planetary System they Occupy and no rival Controls.

The Tholians start the game with 4 Commands.

The Tholian player has a Ship occupying the Indri VIII system.

In the Building Phase, they spend 1 Research and place a Hazard token on the system, making it a Level 6 Hazard.

Now that the Indri VIII System is Hazardous, the Tholians can Colonize it.

They spend their Ship and a Culture token to do so.

THOLIAN SITES

All Hazardous Systems with fewer than 3 Production, Research, Culture, or Open Capacity Sites gain Tholian Sites as well. Add enough Tholian Sites to bring their total Capacity Sites up to 3 Sites of all types.



Tholians can build any type of Resource Node on Tholian Sites, but the Tholian Nodes of a System can only have 1 Resource Node of each type.



UNINHABITABLE SYSTEMS

Systems with 3 Culture or Open Sites are uninhabitable to the Tholians. They cannot build Resource Nodes on either of these types of Sites, and since it already has 3 Capacity Sites, it doesn't have any Tholian Sites.

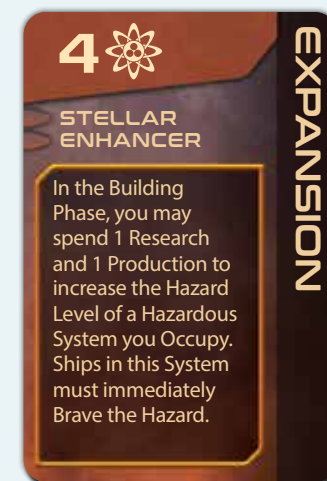
HAZARD TOKENS

The Tholians can add a 6 Hazard token to a non-Hazardous System using their Stellar Agitator Starting Advancement



Tholians can also increase the Hazard Level of a Hazardous System using their Stellar Enhancer advancement. To do so, they replace the existing Hazard token or cover the Hazard Level symbol on the System Disc with a Hazard token with the next lower number.

Civilizations cannot Build Resource Nodes on Culture or Open Capacity Sites in Systems with Hazard tokens.



RIFT TOKENS

Tholians add Rift tokens to a System using their Tholian Rift advancement.

Phenomenon with Rift tokens are treated as having 1 extra Research Potential for each Rift token. When Refreshing Phenomena, add Research tokens for this Research Potential as well. This makes Studying the Phenomenon yield more Research.

The Tholian Rift advancement also makes their Interphasic Drive advancement much cheaper.



WAR FLEETS (8 SHIPS)

Tholian War Fleets can have up to 8 Ships.

SPECIALIST FLEETS

The Tholians have three Specialist Fleets: Worker, Warrior, and Webspinner.

WORKER FLEET (4 SHIPS)

Many systems require major stellar engineering to make them habitable to Tholians. Fleets of worker-caste Tholians form task forces to expedite these changes.

The Worker Fleet may use the Stellar Agitator, Stellar Enhancer, and Tholian Rift advancements (once they have been Researched) as Commands in the Command Phase.

This allows the Tholians to make Systems Hazardous (Stellar Agitator) or more Hazardous (Stellar Exciter), or to give Phenomena greater Research Potential during the Command Phase instead of the Building Phase.

WARRIOR FLEET (6 SHIPS)

The Tholian warrior caste exist solely for the benefit of Tholia. Fighting the enemies of the Assembly is their only duty.

You may Issue a Command for the Warrior Fleet to initiate a Space Battle without Exhausting a Command.

WEBSPINNER FLEET (4 SHIPS)

Tholian webs immobilize hostile ships without the need for direct combat. Intruders to Tholian Space can expect to be interned in this way.

The Webspinner Fleet may choose not to Roll to Hit in any Combat Round of a Space Battle.

If it does so and any Tholian Ships survive the Combat Round, place all opposing Ships in the System on a Web token.

TERRAN: MIRROR UNIVERSE

When playing with the Terran Empire, each time you add a Rift token to a Phenomenon, immediately attach a Mirror Universe Reflection to that System if it doesn't already have one. This does not reset the Mirror Universe Track.

WEB TOKENS

Tholians place rival Ships on Web tokens using their Webspinner Fleet and their Funnel Webs and Spinnerets advancements.

Ships on a Web token:

- cannot be issued Commands and cannot Move or otherwise leave the System,
- cannot prevent rival Ships from Moving into or through or Occupying the System, and
- cannot Attack or be Attacked in a Space Battle and are completely ignored in Combats.

If there are no Tholian Ships in Orbit of a System with a Web token, a rival whose Ships are on it may Issue a Command to remove that Web token. This frees the Ships.

Tholian Webs have no effect on Borg Cubes.



THOLIAN TACTICS

Being extremophiles, competition for planets that other species consider habitable is not an issue for you. Instead, you need to seek out the rarer phenomena and hazardous systems to expand. But the technology for this gives you unique abilities.

HOME, HELLISH HOME

Your need for hazardous systems and phenomena to colonize can be both a limitation and an advantage. Your rivals aren't competing as much for these systems, and you can make any system hazardous with your Stellar Agitator starting advancement, potentially giving you more opportunities than other civilizations.

STELLAR ENGINEERING

The technology you use to make systems habitable has other uses too. Since all your colonies are hazardous, intruders risk destruction if they attack. Your Stellar Enhancer advancement can make your systems even more dangerous, while you can easily boost your own Shields to compensate. Your Stellar Agitator already gives you a +1 modifier when Braving Hazards and your Isolation Field advancement gives you another.

For a more active defense, research the Stellar Exciter and Stellar Pulse advancements. These allow you to use stars as weapons!

HIVEMIND

Your hivemind can limit your ability for independent action, leaving you with just 4 Commands at the start of the game, rather than the usual 5. Research the Hivemind advancement to gain an extra Command, and more importantly, the ability to recycle Commands.

SLAVE WORKERS

Your xenophobia prevents you from recruiting most new systems into the Assembly as equal members through hegemonization or invasion. The Slave Workers advancement gets around this by allowing you to invade and enslave non-hazardous systems.

THOLIAN WEBS

Living in such hazardous environments puts greater emphasis on shields than weapons. Your Webspinner fleet and Funnel Web and Spinneret advancements reduce the need for heavy weapons even further by allowing you to imprison foes unharmed.

UNITED FEDERATION OF PLANETS

SPECIAL RULES

The United Federation of Planets has two special rules:

- Explore Strange New Worlds and
- The Prime Directive

Their Starting Advancement is Universal Translator.

The United Federation of Planets starts the game with

- 5 Commands and
- Warp Speed 2.

EXPLORE STRANGE NEW WORLDS

The Federation thrives on new discoveries, be they scientific or interesting new civilizations.

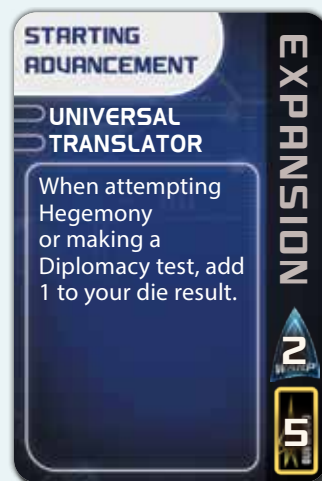
Take 1 Culture when you Explore and reveal a Civilization Exploration Card or discover a new Phenomenon.

THE PRIME DIRECTIVE

The Prime Directive prohibits Starfleet officers from interfering with 'primitive' pre-Warp civilizations. The Federation seeks to maintain the peaceful coexistence of its constituent planets, so only accepts members who join voluntarily.

The Federation may never Invade Independent or rival Planetary Systems nor Colonize Systems with Pre-Warp Civilizations.

UNIVERSAL TRANSLATOR: STARTING ADVANCEMENT



The wealth and peaceful nature of the Federation, combined with their ability to understand alien languages and cultures, makes joining them an attractive proposition.

When attempting Hegemony, add 1 to your die result.

WAR FLEETS (6 SHIPS)

Federation War Fleets are called Battle Groups and can have up to 6 Ships. Unusually, they have a special rule that allows them to reroll all Hit Rolls of 1 in Space Battles.

SPECIALIST FLEETS

The Federation has three Specialist Fleets: Colonization, Diplomatic, and Science.

COLONIZATION FLEET (3 SHIPS)

The Federation is so practiced at colonizing unexplored planets that its colonization fleets make short work of the task.

When the Federation Issues a Move command to the Colonization Fleet and it ends its Movement Occupying an Undeveloped System, they may Disband this Fleet and immediately Colonize the System without spending a Culture.

DIPLOMATIC FLEET (3 SHIPS)

Federation diplomats have much to offer potential members.

The Federation may reroll their Hegemony Roll in Systems Occupied by the Diplomatic Fleet.

SCIENCE FLEET (4 SHIPS)

Exploring strange new worlds is hazardous, but dedicated science fleets make it safer.

When the Science Fleet Braves a Hazard, it rolls for its Ships one at a time until one survives. The remaining Ships automatically survive. The Federation may issue a Study a Phenomenon Command to the Science Fleet without Exhausting a Command token.



FEDERATION TACTICS

The Federation wants a peaceful galaxy where they can explore and gain new members.

PEACEFUL COEXISTENCE

You gain a lot from sharing Trade Agreements, and the free Research from your Multicultural Collaboration advancement makes you a desirable trading partner. It's worth remembering that attempting cultural hegemony isn't an act of war, so you can invite your rivals' colonies to join the Federation while maintaining peaceful relations—until they get annoyed and decide to attack you.

4

MULTICULTURAL COLLABORATION

During Resource Generation, collect 2 Research for each Rival Trade Agreement you hold. Keep 1, and give 1 to each Rival whose Trade Agreement you hold.

SCIENCE

EXPLORATION AND RESEARCH

Since you gain Culture for exploring and are likely to gain Research as well, particularly if you use your Science Fleet, you should explore as often as you can, using your Long Range Sensor Array advancement to find the best systems, your Advanced Stellar Cartography advancement to find systems where you most need them, and the Cochrane Institute and Transwarp Drive advancements to get there faster. When you get there, either the Starfleet Diplomatic Corps or Industrial Replicators will maximize your advantage.

4

LONG RANGE SENSOR ARRAYS

When Discovering a new System, draw two System Discs and choose one.

Return the other System Disc to the bottom of the stack.

EXPLORATION

4

CLASS 4 INDUSTRIAL REPLICATORS

When you Colonize a System, you may immediately develop a Production Node at no cost, if the System's Capacity allows.

EXPANSION



VULCAN HIGH COMMAND

The Vulcans are a much older civilization than their galactic neighbors and were traveling the stars long before humans dreamed of doing so. Civil strife stalled their interstellar progress for many centuries, but many new space-faring cultures have found far-flung Vulcan colonies and systems as they begin to explore.

ADDITIONAL SETUP

Place 5 Ambassadors on Vulcan.

Draw 3 Agenda cards:

- Discard 1
- Reveal 1
- Keep 1 Hidden

SPECIAL RULES

The Vulcan High Command has two special rules:

- Honest Meddling and
- Logical Observers

Their Starting Advancement is Vulcan High Council. They also have unique ways of using Ascendancy, a new Ambassador token and win using their Agenda cards.

The Vulcans do not have any Starbases of their own.

The Vulcan High Command starts the game with

- 5 Commands and
- Warp Speed 3.

LOGICAL OBSERVERS

The Vulcans are loathe to destroy civilizations with potential to eventually become allies or partners.

The Vulcans may not launch a Planetary Invasion of or attempt Cultural Hegemony of a System Controlled by a rival that has a lower Ascendancy level.

HONEST MEDDLING

Vulcans don't lie, but they aren't above meddling in the affairs of other civilizations if they see it as being for their betterment.

The Vulcans may use their Commands to Move a Peaceful rival's Ships and Fleets, provided they have their permission to do so.

When Moving a rival's Ships, all results (hazards, rewards, etc.) of that Movement still apply to the player whose Ships are being Moved. The Vulcan player cannot initiate Space Battles while doing so.

In addition, the Vulcan player may not lie to other players. However, they may state that they will not answer the question. The Vulcan player should be as honest as possible given the information that they have at the time, but they are not bound by earlier statements that no longer apply to changed circumstances.

VULCAN HIGH COUNCIL: STARTING ADVANCEMENT



Vulcan ambassadors wield remarkable power, changing the fates of civilizations with their words.

The Vulcans can Build Ships and form Fleets in any Systems they Control that have an Ambassador. They can still Build Ships in their Home System and in Systems with a Starbase that they Control (although since they don't have Starbases of their own, they would need to capture them first).

On their turn, the Vulcans can Issue a Command to move an Ambassador between Systems they Control or from any System to the Vulcan Home System.

Vulcan warp technology is superior to most. The Vulcans start the game with 5 Commands and Warp Speed 3.

AGENDAS

Vulcans pursue their own Agendas, which may be opaque to other cultures.

Before the game begins, shuffle the Agenda cards. The Vulcan player draws 3 Agenda cards, then:

- picks 1 to discard and shuffle back into the deck without revealing it,
- places 1 face-up on the table, for all players to see,
- keeps the last one hidden.



VULCAN VICTORY

The Vulcans win if they achieve either their face-up Agenda or their hidden Agenda, while holding their Home System. They cannot win through an Ascendancy or a Supremacy Victory.

ASCENDANCY

For the Vulcans, Ascendancy tokens are not just a measure of progress towards victory as they are for other civilizations. In fact, Ascendancy usually isn't necessary for the Vulcans to win.

COLONIZATION

The Vulcans' past explorations seeded the galaxy with Vulcan colonies and Systems. Some of these have since lost contact with Vulcan and are waiting to be discovered by other civilizations, or preferably by Vulcan itself.

Whereas most Civilizations expend Culture and Ships to Colonize Undeveloped Systems they Occupy, the Vulcans can only Colonize them by spending an Ascendancy token instead.

However, they can Colonize any Undeveloped System, whether or not they have Ships In Orbit of the System. If a rival has Ships in the System and wants to Colonize it, the Vulcan player has the opportunity to do so first.

FLEETS

If the Vulcans' Ascendancy drops below the number of Fleets they have in play, they retain the Fleets they have, but cannot commission any more Fleets until they regain the Ascendancy they need to do so.

STARTING ASCENDANCY

The Vulcans start with 3 Ascendancy rather than the usual 1.

AMBASSADORS

The Vulcans are experts at diplomacy. Their ambassadors are a key part of their expansion to galactic power.

SET UP AMBASSADORS

The Vulcans have 5 Ambassadors that start the game on Vulcan.

MOVING VULCAN AMBASSADORS

The Vulcan High Council Starting Advancement allows them to Issue a Command to move an Ambassador:

- to any System Adjacent to their current System,
- from one System they Control to another, or
- from any System back to the Vulcan Home System.



USING THE CONSUL FLEET

The Vulcan Consul Fleet allows them to move Ambassadors directly from Vulcan to a Warp-Capable or Pre-Warp Civilization or a Peaceful rival's System.

EXPELLING VULCAN AMBASSADORS

A rival may return an Ambassador in a System they Control to the Vulcan Home System at the start of any of their Turns in the Command Phase. This does not require Issuing a Command and is done in addition to their usual Command.

AMBASSADORS IN INVASIONS

Vulcan Ambassadors normally take no part in a Planetary Invasion of the System they are in. They remain in the System no matter what the outcome is, except when the Attacker is Borg, in which case the Ambassador is permanently Destroyed.

The Vulcan High Command advancement allows Ambassadors to take part in the Invasion, adding a die to either the Attacker or the Defender, whichever the Vulcan player chooses.

BUILDING SHIPS AND FLEETS

The Vulcans can Build Ships and form Fleets in any Systems they Control that have an Ambassador. They can still Build Ships in their Home System and in Systems with a Starbase that they Control (although since cannot build Starbases of their own, they would need to capture them first).

WAR FLEETS (9 SHIPS)

Vulcan War Fleets can have up to 9 Ships.

SPECIALIST FLEETS

The Vulcans have three Specialist Fleets: Consul, Science, and Observation.

CONSUL HALITRA (5 SHIPS)

Ambassadors are important to the Vulcan High Command's plans. So important, that they often have a fleet dedicated to getting them where they need to be.

When the Consul Fleet starts or ends a Move at Impulse or Move at Warp command in Orbit of a Warp-Capable or Pre-Warp Civilization or a Peaceful rival's System, the Vulcans can immediately move an Ambassador from the Vulcan Home System to that System or return an Ambassador on that System to the Vulcan Home System for free.

SCIENCE HALITRA (6 SHIPS)

The Vulcan Science Academy seeks out knowledge in a logical and determined fashion.

The Science Fleet allows the Vulcan player to make the rival rolling for their Ships reroll any rolls when Braving a Hazard. Once rerolled, a roll cannot be rerolled again.

The Science Fleet may Study a Phenomenon without Exhausting a Command token.

OBSERVATION HALITRA (4 SHIPS)

The Vulcans logically deduce the characteristics of a system before entering it, reducing the likelihood of an unpleasant surprise.

When the Observation Fleet enters an Unexplored Planetary System using a Move at Impulse command, the Vulcan player may discard the first Exploration Card they draw and draw a new one. If they do so, they must accept the second one they draw.

When the Observation Fleet Retreats from a Space Battle, the Vulcan player may Exhaust a Command token to change its movement to a Move at Warp Command instead of to an Adjacent System. They may not initiate a Space Battle after doing so.

VULCAN TACTICS

For an honest civilization, Vulcan tactics can be very devious.

HIDDEN AGENDAS

While your rivals know one of the agendas that gives you victory, they don't know your hidden agenda. That makes it hard for your rivals to counter your tactics. Remember, you have to answer questions honestly, but you can refuse to answer if they ask what it is. You also need to be careful, though, not to give yourself away. The best way to do this is to keep your actions balanced across possible agendas as you work your way to victory behind the scenes—if your rivals can't guess what you are up to, it's hard to stop you.

NEGOTIATION AND DIPLOMACY

You aren't a great military power, but you have a lot of tools for diplomacy. You have some very valuable Trade Agreements to offer (or threaten to withdraw) and can assist allies in positioning their ships and fleets. Your Kir'Shara Writings of Surak and Tomb of Surak advancements give your friends extra bonuses, and being nonmilitant, you can be a nonthreatening friend. Use diplomacy to make and aid allies, protect your borders, and advance your agendas.

AMBASSADORIAL POWERS

Your ambassadors can give you useful bonuses. The Ministry of Security advancement gives you extra Commands for Ambassadors on Warp-Capable civilizations. The Ministry of Diplomacy advancement is similar, but gives you Culture instead. These not only give you resources, but the obvious gains can also disguise what you are trying to do behind the scenes.

As well as these benefits, your Ambassadors can give you advantages in battles, such as making invasions easier or harder and allowing your ships to avoid losing battles.

EXODUS

Your last trick, should things get really bad and Vulcan is taken by an opponent, you can use the Vulcan Exodus advancement to switch your home system from Vulcan to one of your colonies or even an undeveloped system.